



PRESS RELEASE

Gitta Blatt joins Wooga as Head of Human Resources

- **Games developer strengthens dynamic personnel development**
- **Recruitment Pro supports fast growing start-up**

Berlin, Germany - November 29, 2011 - Starting December 1st, Gitta Blatt will take on the position of Head of Human Resources at Wooga, the world's third largest developer of social games. She will immediately take over the management of the Human Resources Department of the Berlin-based company and focus first and foremost on personnel development and the recruitment of new employees. Wooga currently hires two new employees per week - the company plans to grow to 250 employees by the end of 2012.

Prior to joining Wooga, Gitta Blatt was Head of Human Resources at Bigpoint. There, the economics and communications graduate was responsible for the strategic development of personnel and organization, international recruitment and salary management, among other things. She also gained extensive expertise as a partner of the corporate and personnel consulting company kwp and as manager of human resources at AOL Medien GmbH, where she was also a member of the executive board and member of the AOL Europe headquarters.

"Gitta and I hit it off right away", smiles Jens Begemann, founder and CEO of Wooga, and explains, "Her views, her vitality and her commitment convinced me that she was the right person to guide the rapid growth that Wooga is currently experiencing. Her ideal company culture corresponds with mine, and her experience - both with the development of a company and in the gaming industry - is unique. With her special approach and her many years of international experience, Gitta Blatt will recruit the right people for Wooga."

The 46-year old diver and world traveler is looking forward to the challenges presented by the rapidly growing start-up. "Along with a weekly gigantic package of chocolate that was promised to me, I am especially excited to help develop a young, dynamic and international team in a company that has been able to maintain a family atmosphere, despite its rapid growth", says Gitta Blatt on starting at Wooga.



About Wooga

Founded in 2009 in Europe's leading technology hub, Berlin, Wooga is the third largest social game developer in the world. Wooga creates high quality games for Facebook and iOS, with a specific focus on emotional character development, usability, and superb localization in seven languages.

Wooga is committed to creating innovative and original game titles for players of all ages, bringing millions of users around the world together through a world of gaming. Wooga's free-to-play Facebook games are enjoyed by over 32 million active players per month - 70% of which are women. Wooga's games generate revenue by selling virtual goods: Monster World players, for example, have bought more than twenty-eight million magic wands so far - making Wooga the biggest supplier of virtual magic equipment in the world. Wooga is also a world leader in the development of cutting-edge technologies, enabling millions of users to compete with their friends.

For more information, please visit: www.wooga.com

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